**IMAT3451 Project Contract Guide**

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**Programme:** Games Production

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**Project Title:** Anjie’s Arcade

**Project Proposer:** Self

**Supervisor:** Salim Hasshu, Senior Lecturer, salim.hasshu@dmu.ac.uk

**Introduction:**

This project is of game development nature and will explore progress and development of coding, modelling, and design skills. Concept of the game is an arcade theme with minigames focussed on UI.

**Project Background:**

The project comes from a background of wanting to implement UI in a wider context and be able to use it as a focus in games development. The idea allows me to develop my UI skills as well as expand my skills in other areas such as 3D modelling and Level design. The Games industry as a whole has a variety of arcade themed games with various themes and ideas and this idea explores a newer side with the added focus on UI.

**Aim/Objectives/Deliverables**

**Aims**: - To having functioning UI elements with gameplay aspects

- Have a functional 3d Scene with Accessible minigames through UI

- Working main character that can interact with objects throughout the scene and access minigame functionality.

- Have functioning Main Menu with customisable settings for main game such as volume and different music tracks

**Objectives**:

* To create a working character that can move with desired animations in correct directions.
* Character can interact with different objects in a scene.

**Deliverables:**

Various, including

* Project Contract
* Ethics Review form
* Global check list
* Project Plan (Gantt chart)
* Literature review

And (for development projects)

* Requirements Specification (Use Case Diagrams/Use Case Descriptions/Class diagrams/Sequence Diagrams/State transition diagrams)
* Design Documentation (Entity Relationship Diagram/Story boards/Interface Designs)
* Test Plan
* Prototype
* Final report (including critical evaluation, conclusions and recommendations)
* Appendices e.g. depending on project type … fully cited research, further design documentation, test logs, surveys, interviews
* Software product

Of course these are only examples: each project will need a complete set of objectives/deliverables applicable to that project

**Resources and Constraints**

A list of any specific resources that the project requires; for example hardware and software; access to people or organisations.

A list of any known constraints, for example availability of certain resources.

**Sources of Information**

A list of sources you intend to use. These could include:

* Specific books/journals if you already know of them;
* Library/Internet; evidence of initial research
* Organisations or individuals you intend to contact.

**Risk Analysis**

What could endanger your project, what will you do if it happens

**Schedule of Activities**

Having defined the tasks to be undertaken in the list of objectives, you need to prepare a Project Plan to show how you intend to carry them out: You may find it helpful to draw up a critical path diagram before drawing a Gantt chart.

**Student: Anjuma Rouf Date\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Proposer: Self Date\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Supervisor: Salim Hasshu Date\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Then keep the signed copy somewhere safe: include it with your Initial Submission. Your supervisor will require a copy as well.